

# CATS

CAPITOL AREA TIMEX/SINCLAIR  
USERS GROUP :Formerly  
Prince George's  
Timex/Sinclair User's Group

# NEWSLETTER



Vol 1, No. 7  
October, 1983

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## SINCLAIR USER'S GROUP CELEBRATION

**INVITATION** YOU ARE INVITED TO JOIN THE BOSTON COMPUTER SOCIETY'S SINCLAIR-  
TIMEX USER GROUP IN CELEBRATING THEIR SECOND ANNIVERSARY BY ATTENDING:

THE TIMEX SINCLAIR CELEBRATION

SATURDAY, OCTOBER 22, 1983, 10 A.M. TO 6 P.M.

BOSTON PARK PLAZA HOTEL

ARLINGTON STREET, PARK SQUARE, (DOWNTOWN)

BOSTON, MASS.

THERE WILL BE WORKSHOPS ON: COMPUTER LITERACY; DEMONSTRATIONS OF APPLICATIONS FOR USE IN THE HOME AND WORK; USING THE TIMEX SINCLAIR COMPUTER IN THE CLASS-ROOM; SEMINARS ON HOW TO START YOUR OWN COTTAGE INDUSTRY; AND MORE!

ALSO, THERE WILL BE VENDORS DEMONSTRATING AND SELLING PRODUCTS THAT ARE COMPATIBLE WITH TIMEX SINCLAIR COMPUTERS E.G. PERIPHERALS, SOFTWARE, PUBLICATIONS, AND SERVICES. PLUS A LOCAL TIMEX COMPUTER RETAILER WILL HAVE A FULL LINE OF COMPUTER PRODUCTS (HARDWARE AND SOFTWARE) ON HAND.

ADMISSION: \$3.00 GENERAL ADMISSION, \$5.00 FAMILY, \$2.00 MEMBERS OF CATS.

FOR FURTHER INFORMATION ABOUT TRANSPORTATION AND LODGING PLEASE CONTACT

JULES GESANG, 301-922-0767 AFTER 6 P.M. ALSO A PARTY FRIDAY NIGHT OCT. 21.

ALL CATS MEMBERS ARE INVITED FRIDAY NIGHT TO A CLOSED AFFAIR. MAKE YOUR

RESERVATIONS EARLY. THERE ARE A LIMITED NUMBER OF DISCOUNTED HOTEL ROOMS.

Equipment  
owned:  
quantity

Other  
Tapes; homegrown from magazines commercial

```
Background: Beginner 1 (where do all these plugs go ?)
Beginner 2 (how do you code a FOR-NEXT loop ?)
Beginner 3 (my programs work, but no one can read them)
Beginner 4 (what's a LDIR command ?)
Beginner 5 (why can't this machine have a decent i/o
            structure like my VAX ? )
```

Why are you with us ?  
(more than one answer is OK )

To learn BASIC\_\_\_\_ To learn machine code\_\_\_\_ To meet others that are working on this machine\_\_\_\_ To learn about new equipment\_\_\_\_ To learn about new programs\_\_\_\_ To learn how to use commercial programs\_\_\_\_

Other \_\_\_\_\_

What kind of club do you want ?      The biggest on the East Coast \_\_\_\_\_  
The most helpful on the East Coast \_\_\_\_\_  
The friendliest on the East Coast \_\_\_\_\_

Other \_\_\_\_\_

How would you change the meetings

They're perfect	More product demo's	More program demo's
More info for beginners	More info for advanced	Separate small interest groups (sig's)
More time to talk to those around me	More tutorials	

Other \_\_\_\_\_

How would you change the newsletter ?

It's perfect \_\_\_\_\_ More general articles \_\_\_\_\_ More program reviews \_\_\_\_\_ More book reviews \_\_\_\_\_ More hardware reviews \_\_\_\_\_ More tutorials \_\_\_\_\_ News from other clubs \_\_\_\_\_ Advertising \_\_\_\_\_ Program mods \_\_\_\_\_ Other \_\_\_\_\_

Other \_\_\_\_\_

WHAT WILL YOU DO TO ACHIEVE THE ABOVE ?      Nothing\_\_\_ Help on committees if called\_\_\_ Write for the newsletter\_\_\_ Volunteer for committees\_\_\_ Start committees\_\_\_ Coordinate committees\_\_\_ Other\_\_\_

Other \_\_\_\_\_

Potential committees: (and exist\* ing ones)

BASIC Education	M/C Education	Newsletter
Library	Inter-club communication	News1. Advertising
Publicity	MEETING PLANNING	Membership
		Contests

Publicity MEETING PLANNING Membership Contests

SKILL LEVEL	Name & Address, if you would like to help.
-------------	--

Yours	0..1..2..3..4..5..6..7..8..9	
Meetings	0..1..2..3..4..5..6..7..8..9	
Newsletter	0..1..2..3..4..5..6..7..8..9	

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## FROM THE EDITOR

We've got a variety of items for you this month. Number one in my estimation is the member survey, on the facing page. I want to encourage you to read it over, fill it out, and either bring it in to the next meeting, or mail it to the club PO box. If you don't want to deface the newsletter, you can Xerox it, or fill out one of the copies that will be available at the next meeting.

We also have our first review of a T/S 2068 program, T/S Chess, and a preview of Steve Johnson's tutorial. It's really good to see a variety of contributors--keep sending in those contributions! I've had promises of varying degrees of firmness for articles from quite a few members--you'd be surprised at what some members are up to.

Two bits of Timex news, from opposite ends of the Spectrum. 1) The 1500 is in the pipeline: by the time you read this, it should be at Maryland Book Exchange and Greetings and Readings. 2) In line with the general poor health of all small computers except Commodore and IBM, Timex has laid off another group--

Cont. on p.6

\*\*\*\* GAME PLAYING ON THE \*\*\*\*  
T/S 2068

### CHES REVIEW BY MIKE COHEN

CHES ON THE 2068 IS A WELL THOUGHT OUT GAME. IT GIVES YOU MULTI-STAGES OF CHALLENGE; AND WILL NOT GIVE UP, WHERE A HUMAN MIGHT GET DISCOURAGED.

LOADING THE NEW MACHINE WAS A SNAP, TAKING 1 MINUTE 30 SECONDS TO LOAD. ONCE THE PROGRAM IS LOADED IT GIVES YOU A CHOICE OF SCREEN COLOR FOR BOARD AND MEN (THE DEFAULT VALUE IS A TASTEFUL BLACK+WHITE BOARD ON A BLUE FIELD). NEXT IT REQUESTS YOUR LEVEL OF PLAY. I PLAYED LEVEL FOUR.

WHITE ALWAYS PLAYS FIRST. IT WAS NOW MY CHOICE TO PLAY WHITE OR BLACK. IT MIGHT HAVE BEEN INTERUING TO TAKE BLACK, TO TEST MY DEFENSIVE PLAY, AND TO SEE HOW THE PROGRAM ATTACKS. I CHOSE WHITE. THERE IS NO TIME LIMIT ON YOUR MOVES, AND THE MACHINE RARELY TOOK LONGER THAN FOUR MINUTES TO DECIDE ON ITS OWN.

AT THE START OF THE GAME AGAINST AN OPPONENT PLAYING WHITE, ITS STRATEGY IS REACTIVE, SEEKING TO WEAR YOU DOWN WITH GOOD DEFENSE. THE ONLY COMPLAINT I HAVE AT THIS POINT IS THAT THE PROGRAM DOES NOT DISPLAY THE CAPTURED PIECES OF EITHER SIDE. IT DOES LIST AND NUMBER EACH MOVE.

THE GAME TOOK TWO HOURS TO PLAY, MORE FROM MY DEBATING AND CHECKING EVERY MOVE THAN FROM THE MACHINE'S DELAY. THIS IS A VERY COMPETENT CHES PROGRAM--I MUST STRESS THAT IF YOU MAKE A MISTAKE IT WILL GET YOU. DO NOT GET CAUGHT IN THE UNAWARES.

MIDDLE GAME WAS DIFFERENT FROM PLAYING A HUMAN OPPONENT. WITH A HUMAN, BY THIS TIME, YOU HAVE TAKEN HIS MEASURE, AND CAN MAKE A GAMBIT ACCORDINGLY, WITH A GOOD IDEA OF ITS OUTCOME. THE MACHINE ANALYZES EACH PART OF THE GAMBIT IN ITS RELATION TO THE GAME; IN A FORCED GAMBIT, IT WILL MAKE THE MOVE LEAST DAMAGING TO IT.

THE PROGRAM'S ENDGAME WAS VERY GOOD. IF YOU ARE WINNING IT WILL FIGHT YOU EVERY MOVE. IF IT CAN NOT WIN, IT WILL DO ITS BEST TO DRAW THE GAME. BE EXTRA CAREFUL DURING ENDGAME.

THE FOLLOWING APTLY DESCRIBES THIS PROGRAM.

THE CHESBOARD IS THE WORLD, THE PIECES ARE THE PHENOMENA OF THE UNIVERSE, THE RULES OF THE GAME ARE WHAT THEY CALL THE LAWS OF NATURE. THE PLAYER ON THE OTHER SIDE IS HIDDEN FROM US. WE KNOW THAT HIS PLAY IS ALWAYS FAIR, JUST, AND PATIENT. BUT ALSO WE KNOW TO OUR COST THAT HE NEVER OVERLOOKS A MISTAKE OR MAKES THE SMALLEST ALLOWANCE FOR IGNORANCE.

THOMAS HUXLEY

OH, BY THE WAY, I WON.  
MC

YOU ME Masterchess

(sample game, not the game as reviewed)

D2-D4 G8-F6  
B1-C3 B8-C6  
C1-G5 E7-B9  
E2-B3 D7-D9  
D4-E5 C6-B9  
F1-B5 C7-C8  
B5-A4 B7-B9  
G5-F6 G7-F8  
A4-B3 C8-F5

Level 0

Move 10

	A	B	C	D	E	F	G	H	
8	♙			♗	♘	♙		♚	8
7						♙		♙	7
6			♙						6
5									5
4									4
3		♙	♙		♙				3
2	♙	♙	♙			♙	♙	♙	2
1	♙			♗	♘		♙	♚	1
	A	B	C	D	E	F	G	H	



# ROM CHARACTER REPRESENTATION BY RICK WHITE

THE TS1000 USES 64 DIFFERENT PRINTABLE CHARACTERS, AND EACH ONE IS REPRESENTED IN THE ROM BY EIGHT BYTES. SO THE ROM HAS  $64 \times 8 = 512$  BYTES SET ASIDE FOR THIS INFORMATION. FROM ADDRESS 7680 TO 8191, THE CONTENTS OF EACH BYTE, IN BINARY FORM, REPRESENTS ONE-EIGHTH OF A PRINTED CHARACTER. EACH GROUP OF EIGHT BYTES IS STORED IN THE ROM IN THE ORDER LISTED ON PAGE 137 OF THE USER MANUAL. THE ADDRESS OF THE FIRST BYTE FOR ANY GIVEN CHARACTER MAY BE GIVEN BY THE FOLLOWING EXPRESSION:

ADDRESS = 7680 + 8\*CODE "X"

WHERE "X" MAY BE SUBSTITUTED BY ANY REGULAR-VIDEO (NOT INVERSE) CHARACTER YOU WISH. THIS WAS THE TECHNIQUE USED IN LAST MONTHS "BIG-PRINT" BANNER PROGRAM. THE FOLLOWING PROGRAM WILL PRINT THE CHARACTER REPRESENTATION DATA IN THE ROM. IF YOU DONT HAVE A PRINTER, YOU MAY SUBSTITUTE "PRINT" FOR "LPRINT" IN LINES 20, 40, 100, AND 140, AND ADD: 145 SCROLL TO DISPLAY THIS INFORMATION.

DE KAST

```
10 DIM A$(8)
20 LPRINT AT 21,0;"ADDR";TAB 6
;"DEC";TAB 11;"BINARY";TAB 22;"C
HARACTER"
30 FOR I=7680 TO 8191
40 IF I=8*INT (I/8) THEN LPRIN
T
50 LET X=PEEK I
60 FOR J=8 TO 1 STEP -1
70 LET A$(J)=STR$ (INT (X-2*IN
T (X/2)))
80 LET X=INT (X/2)
90 NEXT J
100 LPRINT I;TAB 6;PEEK I;TAB 1
0;A$;
110 FOR J=1 TO 8
120 LET A$(J)=CHR$ (128*VAL A$(
J))
130 NEXT J
140 LPRINT TAB 22;A$
150 NEXT I
```

P.S. CORRECTION: IF YOU DONT HAVE A PRINTER, THEN CHANGE THE "LPRINT" TO "PRINT" IN LINES 20, 100, AND 140. CHANGE "LPRINT" TO "SCROLL" IN LINE 40, AND ADD THE EXTRA LINE "SCROLL" AT LINE 35, NOT LINE 145.

7984	0	00000000
7985	60	00111100
7986	66	01000010
7987	66	01000010
7988	126	01111110
7989	66	01000010
7990	66	01000010
7991	0	00000000
7992	0	00000000
7993	124	01111100
7994	66	01000010
7995	124	01111100
7996	66	01000010
7997	66	01000010
7998	124	01111100
7999	0	00000000

A  
E

## THE MYSTERIOUS "MOVING CURSOR" by Lloyd Unsell

At a meeting a couple of months ago, I brought a program I had written and Mark Fisher and others were intrigued by my moving "cursor", which moved down the screen to indicate the next piece of data to be input by the user.

Here is a screen printout of one of the routines from that program, showing my "moving cursor" indicating that item 1, cash on hand-is to be input by the user:

### ASSETS:

```
1. CASH ON HAND: $
2. ACCTS.REC.: $
3. INS.CASH VAL.: $
4. OTHER SECUR.: $
5. REAL ESTATE: $
6. INVENTORY: $
7. FURN./EQUIP.: $
8. OTHER ASSETS: $
```

And here is the program routine that does it:

```
75 PRINT " ASSETS:"
80 PRINT "1. CASH ON HAND:"
;"2. ACCTS.REC.:";"3. INS.CASH V
AL.:";"4. OTHER SECUR.:";"5. REA
L ESTATE.:";"6. INVENTORY.:";"7.
FURN./EQUIP.:";"8. OTHER ASSETS
:"
85 FOR I=2 TO 8
90 PRINT AT I,17;"$ "
95 NEXT I
96 LET TA=0
98 PRINT AT 21,0;"ITEM ? "
100 FOR N=1 TO 8
102 PRINT AT N+1,2;"$ "
103 PRINT AT 21,5;N
110 INPUT B$(N)
115 LET TA=TA+VAL B$(N)
125 PRINT AT N+1,25-LEN STR$ VA
L B$(N);B$(N)
130 PRINT AT N+1,2/" "
135 NEXT N
```

The moving cursor is accomplished by lines 102 and 130-inside the FOR-NEXT loop from 100 to 135. Just in case they miss the cursor, lines 98 and 105 tell them verbally which item is to be inputed. Line 115 keeps a "running total" of the total assets (B\$ was dimensioned earlier, and TA is established at 0 by line 96).

Line 125 prints the inputed values-lined up from right to left, as an addition column. Hope this is of help to some of you.

.....

WANTED TO BUY: T/S 1000 or ZX 81 & 16k RAM (struggling student)  
Ernie Falcone 460-0993 after 6:00

301  
Bladensburg Md 20710

# \*\*\*\*\* THE VISIBLE SORT \*\*\*\*\*

HERE IS THE LISTING FOR THE SORT DISPLAY THAT WAS DEMONSTRATED AT THE LAST MEETING. THE PROGRAM WAS TRANSLATED FROM AN APPLESOFT LISTING IN CREATIVE COMPUTING. IT WENT FAIRLY EASILY. 16K IS REQUIRED-IT MAKES LAVISH USE OF VARIABLES.

THE PROGRAM IS DESIGNED TO BE EASY FOR THE USER TO RUN; THIS ALMOST GUARANTEES THAT THE CODE WILL BE DIFFICULT TO FOLLOW.

LINE 0-100 SET UP THE ARRAYS AND PROVIDE THE INSTRUCTIONS. LINES 101 TO 196 PLOT THE RANDOM POINTS, BOTH TO THE SCREEN AND TO THE POSITION ARRAY. LINE 210 LEAVES THE T/S IN FAST MODE WHILE THE SCREEN IS BEING BUILT. YOU COULD INSERT IT AS LINE 105 IF YOU PREFER TO WATCH THE SCREEN BEING BUILT. LINES 201 TO 300 PROCESS THE USER'S CHOICE FROM THE MENU. LINES 300-480 DO THE BUBBLE SORT; THE LINES THAT INCLUDE PLOT AND UNPLOT JUST ALLOW YOU TO FOLLOW THE ACTION. LINES 500-770 DO THE SHELL SORT, WHILE LINES 900-ON ARE RESERVED FOR WHATEVER ALGORITHM YOU THINK UP.

THE OPERATION OF THIS PROGRAM SHOWS THE SHELL SORT TO BE MUCH MORE EFFICIENT THAN THE BUBBLE SORT. THIS IS NOT ALWAYS THE CASE; IF YOU ARE MERGING TWO FILES, SO THAT THE DATA ARE ALREADY CLOSE TO THEIR FINAL POSITION, THE SHELL SORT WILL ACTUALLY SCRAMBLE THE DATA BEFORE IT PUTS THEM IN THEIR FINAL ORDER.

## THE VARIABLES.

S(39) SAMPLE ARRAY-HOLDS THE VALUES  
X UTILITY COUNTER  
D CARRIES RANDOM VALUE TO S(X)  
MO MOVE COUNTER  
Y UTILITY COUNTER FOR NESTED LOOPS  
Q\$ QUERY STRING, ALSO TELLS WHETHER OR NOT ANY SWAPS HAVE BEEN MADE

## \*\*SHELL SORT VARIABLES\*\*

M MAGNITUDE-SIZE OF SWAPS  
X LOWER ITEM TO COMPARE  
Y UPPER ITEM TO COMPARE  
J INNER LOOP COUNTER

HAVE FUN--THERE'S A LOT HERE TO STUDY, AND INCORPORATE INTO YOUR OWN FILE PROGRAMS.

10 FAST  
20 DIM S(39)  
30 PRINT "\*\*\*\*\* THIS PROGRAM PROVIDES A SLOW MOTION DISPLAY OF 2 COMMON SORT ALGORITHMS \*\*\*\*\*"

```
40 PRINT "***** PRESS A KEY TO CONTINUE"
50 PAUSE 4E4
60 CLS
70 PRINT "***** FIRST, POINTS WILL BE PLOTTED IN A RANDOM ORDER ***** THEY WILL THEN BE SORTED TO FORM A DIAGONAL LINE."
80 PRINT "***** PRESS A KEY TO CONTINUE"
90 PAUSE 4E4
100 CLS
110 LET Q$="010203040506070809101112131415161718192021222324252627282930313233343536373839"
120 FOR X=1 TO 39
130 LET D=1+INT (RND*LEN Q$/2)+2
140 LET S(X)=VAL Q$(D TO D+1)
150 LET Q$=Q$( TO D-1)+Q$(D+2 TO 39)
160 PRINT AT 20,0;"
170 PRINT AT 20,0;"X AXIS = ";X
180 PRINT AT 20,0;"Y AXIS = ";S(X)
190 PLOT X,4+S(X)
200 NEXT X
210 PRINT AT 20,0;"CHOOSE SORT ALGORITHM (B) BUBBLE (S) SHELL (Y) YOURS "
220 SLOW
230 LET MO=0
240 LET Q$=INKEY$
250 IF Q$="B" THEN GOTO 300
260 IF Q$="S" THEN GOTO 500
270 IF Q$="Y" THEN GOTO 900
280 GOTO 230
290 PRINT AT 20,0;"BUBBLE SORT. IF YOU TIRE, PRESS BREAK. MOVE = 1"
310 FOR Y=39 TO 1 STEP -1
320 LET Q$=""
330 FOR X=1 TO Y-1
340 PLOT X,4
350 IF S(X)<S(X+1) THEN GOTO 440
360 LET Q$="Y"
370 LET MO=MO+1
380 UNPLOT X,4+S(X)
390 UNPLOT X+1,4+S(X+1)
400 LET T=S(X)
410 LET S(X)=S(X+1)
420 LET S(X+1)=T
430 PLOT X,4+S(X)
440 PLOT X+1,4+S(X+1)
450 UNPLOT X,4
460 NEXT X
470 IF Q$="Y" THEN NEXT Y
480 GOTO 780
490 PRINT AT 20,0;"SHELL SORT. MOVE = 1"
510 LET M=39
520 LET M=INT (M/2)
530 IF M=0 THEN GOTO 780
540 PRINT AT 21,8;"M="M
550 LET J=1
560 LET X=J
570 LET Y=X+M
580 PLOT X,4
590 PLOT Y,4
600 IF S(X)<S(Y) THEN GOTO 730
610 LET MO=MO+1
620 UNPLOT X,4+S(X)
630 UNPLOT Y,4+S(Y)
640 LET T=S(X)
650 LET S(X)=S(Y)
660 LET S(Y)=T
670 PLOT X,4+S(X)
680 PLOT Y,4+S(Y)
690 UNPLOT X,4
700 UNPLOT Y,4
```

```

710 LET X=X-M
720 IF X>=1 THEN GOTO 570
730 UNPLOT X,4
740 UNPLOT Y,4
750 LET J=J+1
760 IF J>39-M THEN GOTO 520
770 GOTO 560
780 PRINT AT 20,0;"

```

```

790 PRINT AT 20,0;"COMPLETE";MO
;" MOVES REQUIRED";"TOUCH KEY TO
REPEAT, OR BREAK"
800 PAUSE 4E4
810 FAST
820 CLS
830 RUN
900 PRINT AT 20,0;"NO ALGORITHM
ENTERED."

```

```

910 PAUSE 150
920 GOTO 200
1000 SAVE "SORT"
1010 RUN

```

SHELL SORT.  
MOVE = 4

.....  
From The Editor, cont.

this time including Sue Mahoney. Now she'll have more time to spend on the Sinclair celebration.

On the club side, there are two events on the horizon. 1) Hank Dickson's last computer literacy class will be held on the morning of the 8th. If you want to help, or lend computers, contact me at 589-7407. Several folks at the last meeting offered to help, but I didn't write it down--let me know again. 2) A class in using Vu-Calculator is being developed--contact Jim Wallace or come to the meeting to find out about it.

At the meeting? Jim says that he'll bring his Morse code interface, Ned Beeler will expand on his list program, and Steve Johnson will tell us about planning how to plan.

*Mark Fiech*

## NOTES FROM THE NEWSLETTER EXCHANGE COMMITTEE:

As mentioned last month we have received responses from several other user groups. A total of 90 introductory letters and sample newsletters will have been sent by this month's meeting. Any groups actively reciprocating will be maintained on our exchange list. When we receive additional responses we will publish this list in CATS-NL.

We currently have a card file of approximately 150 user groups for contacting, including several in Canada, Guam, Brazil and Panama.

A synopsis of the material I have on hand follows:

SYNAPSE, Centre Hall, Pa.:

Jul-83: Articles on 5 compilers (MCODER, ZXCOMPILER, ZXPRESS and ZXCLP:A&B). Review on a statistics package called SIFT from Compucraft. TRIANGLE SINCLAIR U.G., Carrboro, NC:

Mar-83: Article on "Quick Fix for RF Interference", "64K Dynamic RAM-Theory of Operation" & schematic, 32-48K MC Decoder Board schematic, programs on "Read/Data" and "ROM Clock" from BCS. Software review on "ZEXTRA" from Santa Fe Software.

APR-83: Program "Planets" by Robert Parks, book list for ZX/TS, Save/Load tips, Add on Keytops from Mule Electronics.

May-83: Review on Votem: analog signal interface from Down East Computers and the Byte Back 64K RAM. Program listings "The Word"(Mastermind type) and "Chart"(paper chart simulation) both by Alger Salt. Review of "Multiprogram Demo" by Fred Nachbaur and an article by Wayne Blackwell, "Computing on a Shoe-string".

Jun-83: Review of "Mazogs" and "The Spyder Character Board". Listings for 3 programs to reverse the order of letters in a word and a letter from Syntax editors.

Jul-83: Review of selected new products and of a NL by Fred Nachbaur called "Syncware News". Program listings of "Ramcheck" by L.Holt for trouble-shooting to the chip level,



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640 LET T=S(X)
650 LET S(X)=S(Y)
660 LET S(Y)=T
670 PLOT X,4+S(X)
680 PLOT Y,4+S(Y)
690 UNPLOT X,4
700 UNPLOT Y,4
```

"Budget" by Art Young for home budget planning and reprint with corrections of "Planets".

Aug-83: Reprints of portions of newsletters from TS USER, TAS BAM, SYNAPSE, SYNTAX, TIMEX COMPUTER NEWS (SE Regional Newsletter) and letter from SYNCHMASTER.

The newsletters we receive will eventually be cross-indexed by the articles they contain.

\*\*\*Steven Johnson, NLX-Committee\*\*\*

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The following article is a preview of the tutorial that Steve Johnson will bring to the October meeting. A lot has been said about the details of coding in past tutorials, but the very important first step, defining the problem, has been ignored. It's as though a sculpting class was taught only the final finishing steps, while ignoring the preliminary shaping of the block.

MF

## ORGANIZED PROGRAM DEVELOPMENT

There are two major steps involved in solving a problem. The first is understanding and defining the problem thoroughly. The second is actually solving the problem. These two steps apply directly to computer programming, whether at the beginner or advanced level. Simply stated, you cannot write a program for a useful purpose until you know that purpose. This seems logical enough, but too often we sit down and attempt to program our computers before we have actually thought out the problem and a possible solution.

When I attempt a serious application, I don't even touch the keyboard until testing the program. Getting your thoughts down on paper allows you to see more clearly the organization of your program. Starting first with an outline of the major parts of the program is very useful for keeping track of what each portion of the program has to accomplish. An outline with indented sublines or a conventional flow-chart can be

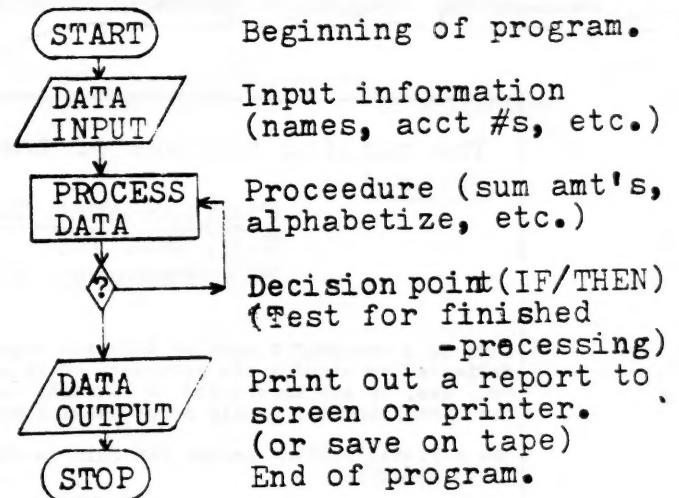
used. I normally use a block diagram with flow-chart symbols, unless it is for documentation.

Each block or module can now be approached one at a time on separate sheets of paper. Soon you will discover the need to keep variable names straight. The easiest way is to make a table of the variable names, what they represent and what kind of data they contain (ie, numerical, string or dimensioned forms of either).

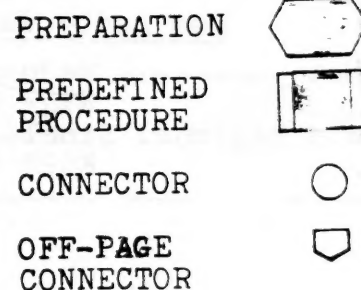
If you have followed all of the above steps, your program will be well organized and much easier to visualize and document. Complex programs just cannot be maintained in our heads, so pencil and paper (along with a large eraser) become indispensable programming tools.

Computers reduce the amount of paper-work for the end-user, not the programmer. These techniques are carried into top-down, modular and structured programming.

## GENERALIZED FLOW-CHART AND ASSOCIATED PSEUDOCODE



\*Use arrows to show direction of flow through the program.  
\*Four other symbols are standard:



-Steve Johnson 9/25/83



\*\*\*\*\* CUSTOMIZING Z-TEXT \*\*\*\*\*

Z-TEXT HAS BECOME THE DE-FACTO STANDARD WORD PROCESSING PROGRAMMING PROGRAM FOR THE T/S FAMILY OF COMPUTERS. THERE ARE PLENTY OF OTHER PROGRAMS "OUT THERE," BUT DISTRIBUTION AND PRICE HAVE MADE Z-TEXT PREEMINENT.

Z-TEXT OFFERS A VARIETY OF USEFUL FUNCTIONS, COMBINED WITH A FAIRLY CONSISTENTLY DEFINED SYSTEM OF COMMANDS. THINGS CAN BE IMPROVED, HOWEVER.

1) THE RIGHT JUSTIFICATION FUNCTION IS IMPRESSIVE AT FIRST GLANCE, BUT CAN LEAD TO DIFFICULTIES IN READING THE COPY PRODUCED; ESPECIALLY WHEN USING SMALLER COLUMN WIDTH MATERIAL. AS HERE, IT MIGHT BE BETTER TO ADD SINGLE SPACES BETWEEN WORDS.

THIS CAN BE DONE. ADD:

```
1001 LET NOJ=0
2153 IF NOJ THEN GOTO 2190
2634 IF C$="J" THEN LET NOJ=N
```

YOU CAN USE THIS FEATURE JUST AS YOU WOULD ANY OTHER Z-TEXT CONTROL COMMAND. START A LINE WITH .J01 TO DEFEAT THE RIGHT JUSTIFICATION, OR .J00 TO ENABLE IT. THIS BYPASSES THE PORTION OF THE SUBROUTINE THAT ADDS THE EXTRA SPACES.

THE RESULTING COPY IS SOMEWHAT MORE READABLE, WITHOUT THE ANNOYING GAPS THAT FORCE THE READER TO HUNT FOR THE NEXT WORD IN THE LINE.

2) THE NEXT ENHANCEMENT CAME OUT OF TRYING TO GET THIS ARTICLE IN A SUITABLE FORM. WHEN EXPERIMENTING WITH THE VARIOUS PRINTER CONTROLS, IT GETS VERY TEDIOUS WAITING FOR THE PRINT SUBROUTINE TO CHEW ITS WAY DOWN TO THE SPOT WHERE YOU ARE WORKING. BY ADDING THE LINE:

```
2007 LET J=CL-1
```

THE PRINTER WILL START FORMATTING AT THE LINE INDICATED BY THE CURSOR. IT IS EASY ENOUGH TO POSITION THE CURSOR AS DESIRED, EITHER AT THE BEGINNING, WITH "B", OR AT ANY OTHER POSITION, USING THE ARROW KEYS.

3) FOR THOSE OF YOU THAT HAVE INVESTED IN BIG LEAGUE PRINTERS, HERE'S ANOTHER MOD. THE MINDWARE INTERFACES THAT TRANSLATE SINCLAIRESE INTO ASCII CONSIDER ~~INVERSE~~ CHARACTERS AS LOWER CASE. IT'S EASY ENOUGH TO DO ALL YOUR TYPING IN GRAPHICS MODE, BUT SOME OF THE POSSIBLE COMBINATIONS RESULT IN CONTROL

SIGNALS TO THE PRINTER. IN ADDITION, A FULL SCREEN OF INVERSE CHARACTERS CAN BE DIFFICULT TO READ.

THE FOLLOWING ADDITION WILL CHANGE THE OUTPUT TO THE PRINTER, SO THAT CHARACTERS PRINTED ~~AS INVERSE~~ WILL BE CAPITALS, AND STANDARD VIDEO CHARACTERS WILL BE LOWER CASE.

```
2250 FOR I=1 TO LEN J$
2251 LET O$=O$+CHR$ (CODE J$(I)
+128*(J$(I)>"") AND J$(I) <"")
-128*(J$(I)>""))
2253 NEXT I
```

LINE 2251 CHECKS EACH CHARACTER IN THE LINE TO BE PRINTED, AND CHANGES IT TO IT'S INVERSE. INVERSE PERIODS (.) FLAG CONTROL CHARACTERS IN THE MINDWARE INTERFACE, AND ARE LEFT ALONE.

THERE YOU HAVE IT. THANKS TO MR. ASHER'S CLEARLY WRITTEN CODE, AND HIS CHOICE OF BASIC TO MAKE IT FUNCTION, YOU CAN EASILY MODIFY Z-TEXT TO SUIT YOUR OWN PREJUDICES AND PREFERENCES. THE MAJOR PROBLEM REMAINING IS HIS USE OF "INPUT" TO TAKE THE TEXT INFORMATION. THIS PUTS THE USER AT THE MERCY OF THE SINCLAIR'S ~~2600~~ KEYBOARD HANDLING ROUTINES. A MACHINE CODE INPUT ROUTINE WOULD ALLOW FULL TYPING SPEED. LET'S SEE YOUR CODE...

MF

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Here's an exciting new product (new to us, anyway) that we're in the process of learning about. Here's a sample of it's output:

Dear Customer;

Thank you for purchasing Word Sinc II. I hope that you will find it a useful & valuable addition to your computer system.

A lot of time & effort has gone into producing a program that will make the Timex or ZX Printer a really useful tool.

Yours truly  
P. Hargrave.

THE SAMPLE ABOVE OF A WORD PROCESSOR IS AVAILABLE FOR USE WITH THE TS1000.

IF YOU ARE INTERESTED IN OBTAINING THIS PROGRAM WE WILL HAVE DETAILS AT THE OCTOBER 8th MEETING.

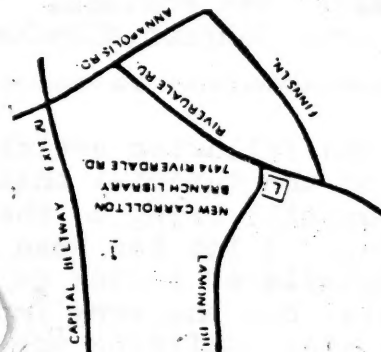
JULES

# DATED MATERIAL

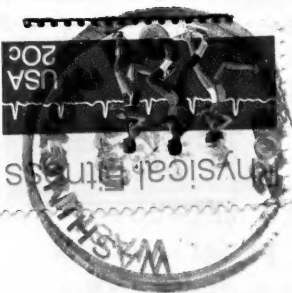
IF YOU ARE NOT A MEMBER OF CATS, THIS IS THE ONLY ISSUE YOU WILL RECEIVE  
DUES = \$10 per year, per family.

Next CATS Meeting \* 2PM \*\*\*\*\*  
Saturday, October 8, 1983  
New Carrollton Public Library  
7714 Riverdale Rd., New Carrollton, MD

TO: CIRCLE CHESS GROUP  
(TIMEX/SINCLAIR USERS GROUP)  
A.F. STANONIS  
POB 63  
DES PLAINES, IL 60017



CATS Newsletter  
P.O. Box 725  
Bladensburg, MD 20710



2ND SAT  
of EACH Month  
at 2 PM

The mailing address of the Capitol Area Timex/Sinclair User's Group is:

Capitol Area Timex/Sinclair User's Group  
P.O. Box 725  
Bladensburg, MD 20710

CATS is a non-profit special interest organization dedicated to serving the interests of those who own, use, or are interested in learning more about the Timex/Sinclair family of personal computers.

The official contact person for CATS is Jim Wallace: (301) 699-8712

Meetings are held on the second Saturday of each month at 2 p.m. in the large meeting room of the New Carrollton Branch Public Library.

Submissions for this publication are eagerly solicited. Publication of material does not transfer rights from the author; in fact, it may establish priority.

Submissions may be articles on applications, programming techniques, hardware, reviews, or anything else you can imagine. Letters and Unclassified ads (free to members, \$1.00 otherwise) will be printed. Pertinent articles from other publications will also be considered.

I would prefer material to be typed, single spaced, in 3 1/4" columns--but don't break your back--the Xerox doesn't really care.

## Ham Radio Network Information

QZX Net ----- Wednesdays, 9p.m. local time; 14.345 MHz  
NV4F NCS  
Eastern Regional Sinclair Net -- Sundays, 1600 Z; 7.245 MHz  
KQ2F NCS